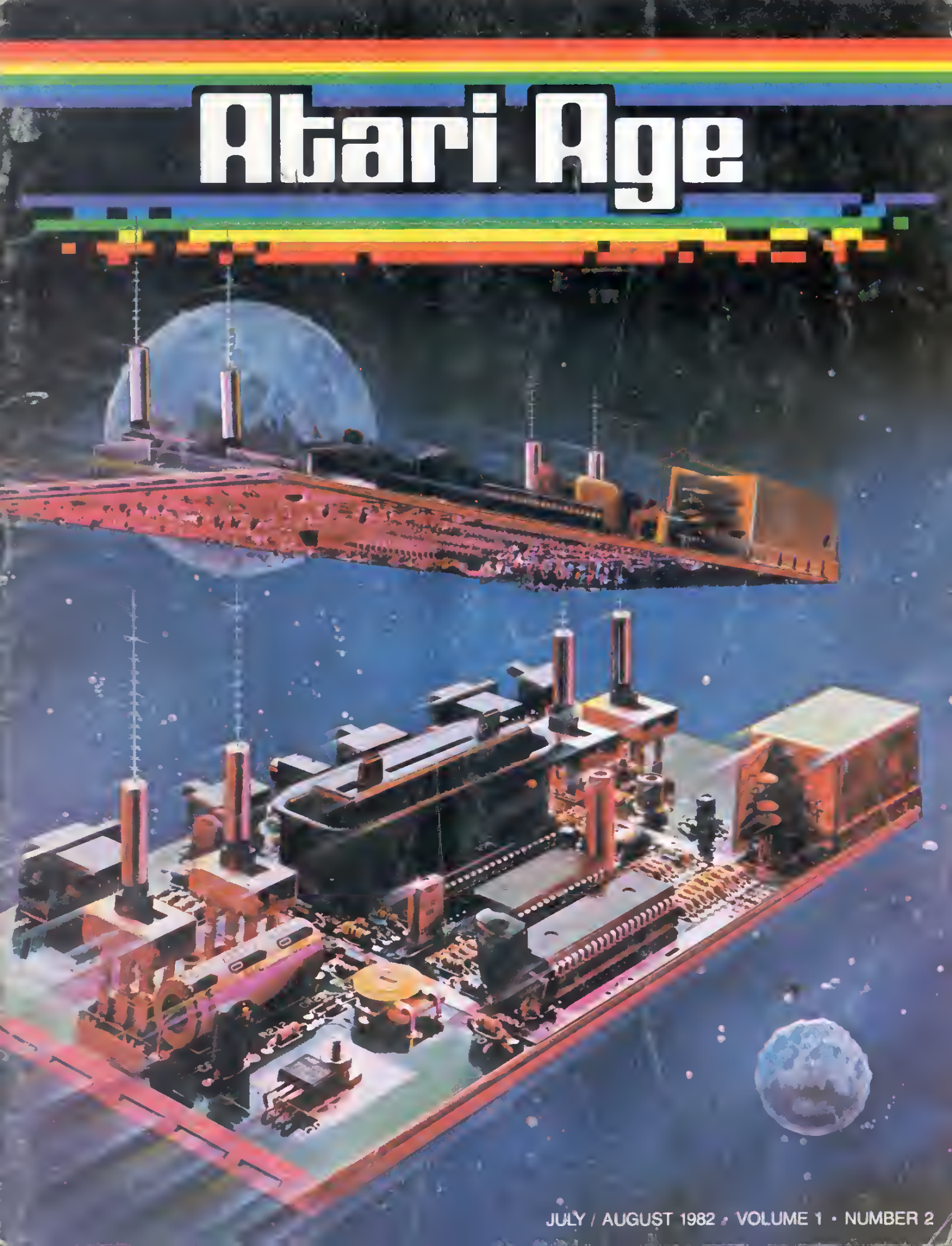
Atari Age



JULY / AUGUST 1982 • VOLUME 1 • NUMBER 2

INSIDE INSIDE INSIDE

YOUR ATARI VCS

Haven't you always wanted to open up your Atari Video Computer System (VCS) console and see what goes on inside? Don't do it—there are delicate electronic parts inside! Instead, let us take you inside your VCS, in this guided tour through the hardware at the heart of Atari's electronic magic.

Shown below, stripped of its outer shell, is an Atari CX2600A console (the major difference between the CX2600 and the CX2600A is the placement of the difficulty select switches).

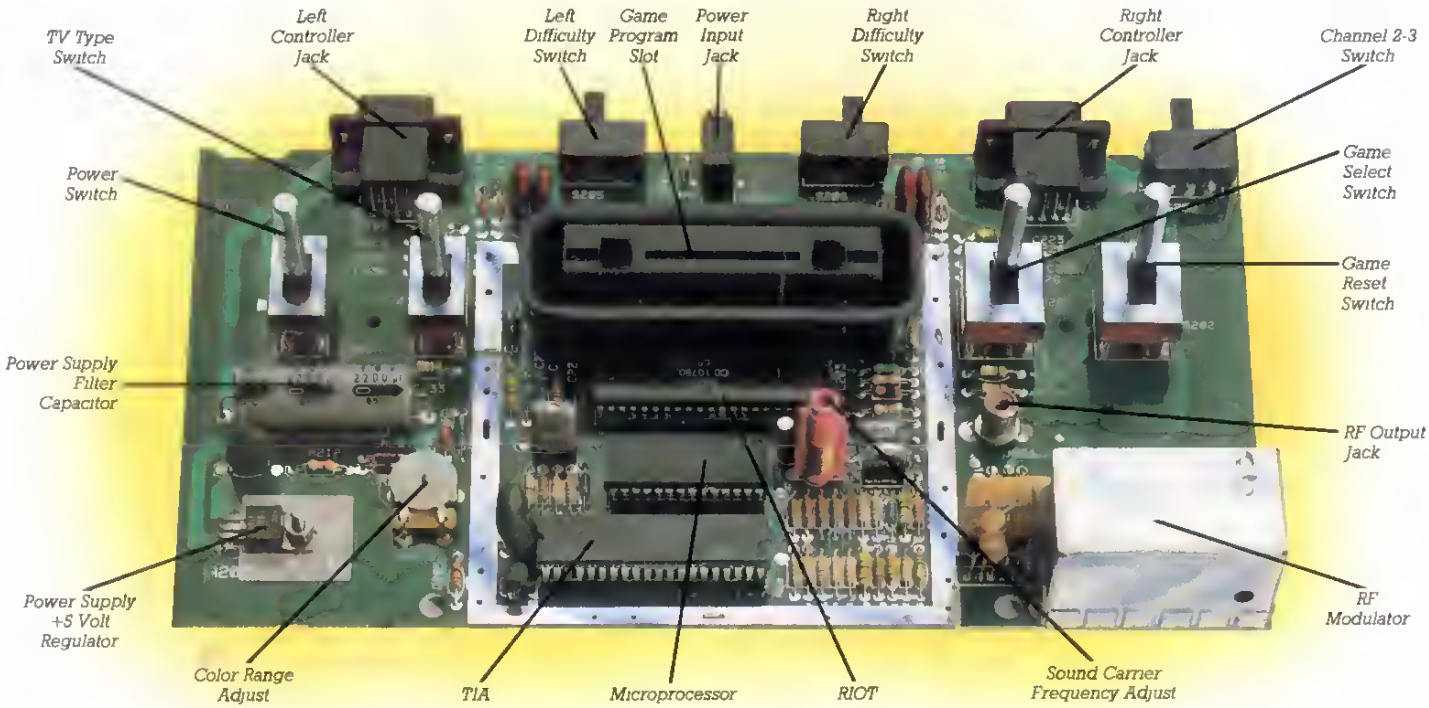
At the bottom right of the board is a silver-colored box which houses the *RF modulator*. The RF (Radio Frequency) modulator translates the game computer's output into a signal which your TV set can receive. Your Atari game acts as a miniature TV station, sending out a signal which your television receives on the Channel 2 or Channel 3 frequency. That's why your Atari game console is registered with the Federal Communications Commission—it is a real transmitter and must meet government legal requirements. That also explains why there are two metal shielding boxes incorporated in the console design—the one over the RF modulator and a larger one which fits over the silver lines at the center of the console shown here. These boxes limit the console's broadcast signal path to the antenna connection cable, preventing your unit from interfering with your neighbor's TV reception.

The moving picture you see on your TV screen is actually a continuous series of individual still pictures created very rapidly by the Atari computer. Each image is "drawn" by the computer, one line at a time, 192 lines to the screen—the VCS creates 60 complete screens, one line at a time, *every second!* The computer actually does three jobs—it creates a complex on-screen image and sound, senses what you are doing with your controllers, and determines how that affects the image for the next frame—then it creates that new frame and starts the process all over again.

The "nerve center" of the Atari VCS unit is contained in the three black rectangular components in the center, below the Game Program slot. These units are *integrated circuits*—silicon chips designed to do the job of thousands of transistors. The top one is called a *RIOT* (Ram, Input/Output, Interval Timer device). Its job is to read the information fed into it by the control switches and the joysticks.

The rectangular component in the middle is the *microprocessor*—the "brains" of the unit. The microprocessor

(Continued on P. 19)



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Atari Age

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Atari International

Atari Excitement Spreads From the Frozen Alps to Heated Middle East Competition

Pac-Man Arrives in Europe ... on Skis!

After winning the hearts of millions of Americans, Pac-Man and his ghostly gobblin' friends packed up and headed for Europe. First stop was Zermatt, Switzerland, where Pac-Man made his entrance in typically dashing style—skiing down the Alps!

After conquering the slopes, the Yellow Fellow was off on a whirlwind tour, zigging and zagging his way through Greece, Spain, Sweden, France, Italy, Germany, Holland, and the United Kingdom. From there he headed back to the U.S., but he'll return to Europe in September for a fantastic international *Pac-Man* contest!

PELE VISITS MIDEAST AS ATARI GOODWILL AMBASSADOR. Being guest of honor at the Middle East Soccer Championships was the high point of Pele's tour of Abu Dhabi, Bahrain, Dubai, and the UAE, where he met with thousands of Atari fans

Mideast Report

Kuwait Couldn't Wait For DODGE'EM Championships

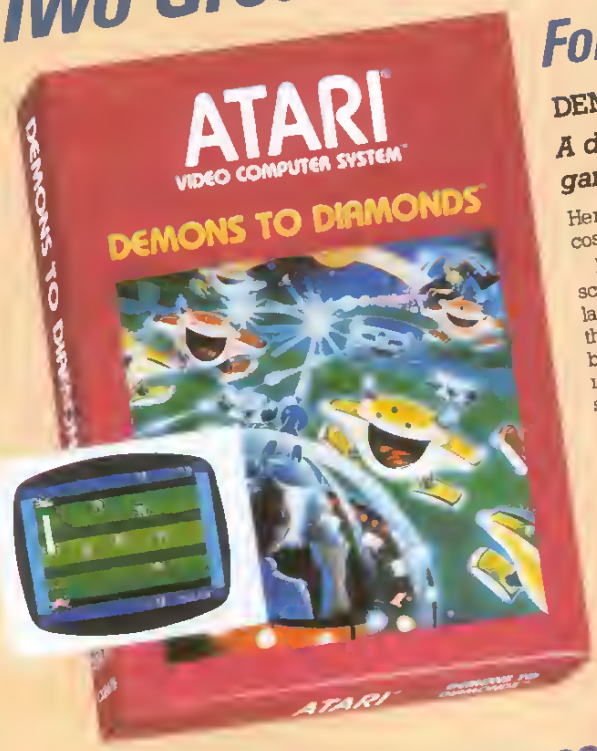
It was a hot Friday afternoon out on the sand at the beautiful Messilah Beach Club—but the temperature outside was nothing compared to the heated competition going on indoors, as players of all ages tested their skill in the first official Atari contest in Kuwait.

The game was *Dodge'Em*, Game Variation #1. For 10 days before the competition, Atari units were set up at the club to let eager competitors practice their driving skills.

Finally, the big day arrived. Out of 333 contestants who steered through the first round at skill level B, 39 made it with perfect scores. Then it was on to the championship round, at skill level A. The winner, Sultan Rajab Al Shuwaic, racked up an impressive 983 points to walk away with the first prize—a color television, an Atari VCS, and five Game Program cartridges.

ORDER NOW —JULY RELEASES!

Two Great New Atari Games



For shooting stars...

DEMONS TO DIAMONDS

A dazzling space-age shooting gallery game the whole family will love.

Here's a sharpshooting test of skill straight from the cosmic carnival

Beautifully animated demons march across your TV screen, daring you to hit them with a shot from your laser base. Aim carefully, though—you only want to hit the demons in your own color. Every time your laser beam strikes your opponent's target, the demon magically transforms itself into a deadly skull, which starts shooting back at you!

In the midst of this demonic parade, diamonds suddenly appear—precious indeed when you manage to hit one for a big point score

The action is fast and furious in this 21st Century marksman's dream-come-true cartridge

One or two players Six games $26.95

...and racing aces.

MATH GRAN PRIX

Learning arithmetic is child's play with this entertaining new cartridge.

Now young Atari game fans can learn basic arithmetic while enjoying an exciting video auto race

Players drive through a twisting race course by answering addition, subtraction, multiplication, and division problems presented by the Atari game. Children are eager for the next question to appear as they steer math-powered cars toward special spots on the track, hoping to gain extra turns and extra spaces, and trying to bump their opponents off the road in their race for the finish line

MATH GRAN PRIX makes learning arithmetic a terrific treat for children 6 through 10 years old, keeping young players happily on the road to math mastery for hours on end

One or two players Nine games $22.95

Get DEMONS TO DIAMONDS and MATH GRAN PRIX as soon as they're released—order today!

CALL TOLL FREE 1-800-345-8600

(PA Residents Call 1-800-662-5180)

From the Editor

I have a confession to make -- we're having a lot of fun putting this magazine together. It's not all laughs, of course, but finding out more about Atari games and the people who play them is a very interesting way to spend your days.

Now we'd like to let you in on the fun of creating a magazine. You are hereby appointed Cub Reporter, First Class for ATARI AGE. As a new member of our writing staff, you have your choice of assignments -- a news report on Atari happenings where you live, tips for other players to improve their scores, a cartoon, a poem -- use your imagination, then send your contribution to me at 1700 Walnut Street, Philadelphia, PA 19103. If we publish it, you'll receive an Atari Game Program cartridge as a "thank you" gift. Who knows -- this could be your first step to a Pulitzer Prize!

I can't resist throwing in a little trivia challenge here. It's about the new DIG DUG coin video game from Atari (see Sneak Peeks on page 7 for details). One of the major characters in this underground classic game is a giant tomato-like character named "Pooka." Interestingly enough, this is not the first giant creature called "Pooka" to appear on screen -- there's a classic Jimmy Stewart movie with a very famous Pooka playing an important role. Do you remember the name of the film? Tune in next issue for the answer.

Steve Morgenstern

Steve Morgenstern
Editor

P.S. As you will no doubt notice, we've expanded the Clubhouse Store in this issue, with a 3-page mini-catalogue starting on page 14. Lots of the new items you'll find at the Store are available only to Club members, through ATARI AGE. If you're looking for a terrific gift for an Atari game player, this is the place to look -- and buying yourself a present might not be a bad idea either.

Game-Grams

Dear Atari Club,

I am writing to ask about one of the game cartridges. In *Missile Command* game No. 13 if you don't score any points, where the rightmost city used to be it will read "RF." Could you please tell me what this means?

Joseph Nickuscher Jr.
Queens Village, NY

Gee, Joseph, you mean you couldn't score any points at all on Game 13? But seriously, congratulations are in order —you've unlocked one of the deep, dark secrets of another Atari Game Program cartridge (we talked about the hidden message in ADVENTURE in ATARI AGE Vol. 1 No. 1). The MISSILE COMMAND programmer "signed" the cartridge by hiding his initials, "RF," in a hard-to-find spot —and you found it! Other folks who try to repeat your feat should be warned, though —the initials were removed from MISSILE COMMAND cartridges manufactured more recently.

—Editor

Dear Atari Club,

What is the origin of the company trademark "ATARI"? Does it come from Japanese? Or is it an acronym or artificial name like KODAK? I am a medical manuscript editor and am interested in the origin of words.

Carl Masthay
Maplewood, MO

Interesting question —especially since so many people think that Atari is a Japanese company. Yes, "Atari" is a Japanese word —but the company is absolutely American, founded by Nolan Bushnell and two other engineers in 1972 in Sunnyvale, California.

The three partners chose "Syzygy" as the name for their new company —the dictionary says that means "the straight-line configuration of three celestial bodies."

They discovered, though, that "Syzygy" was already being used by another California corporation. Their next inspiration —why not use a term from Go, a Japanese strategy game which they played constantly. They made up a list of Go terms as possible company names. First on the list —"Sente," which means "the upper hand." However, "Sente" was no-Go also, since someone else was using it.

Instead, they got clearance on their second choice —"Atari," which is the term used in Go when one player places the other in serious jeopardy — much like "check" in chess.

So you see, if another corporation didn't already own Bushnell's first-choice name, you might be watching TV commercials asking the tongue-twisting question, "Have You Played Syzygy Today?"

—Editor

Dear Atari Club,

My Mom says leaving our Atari game turned on for more than a couple of minutes will hurt our TV set. Is she right about that?

Adam Przybylski
Chicago, IL

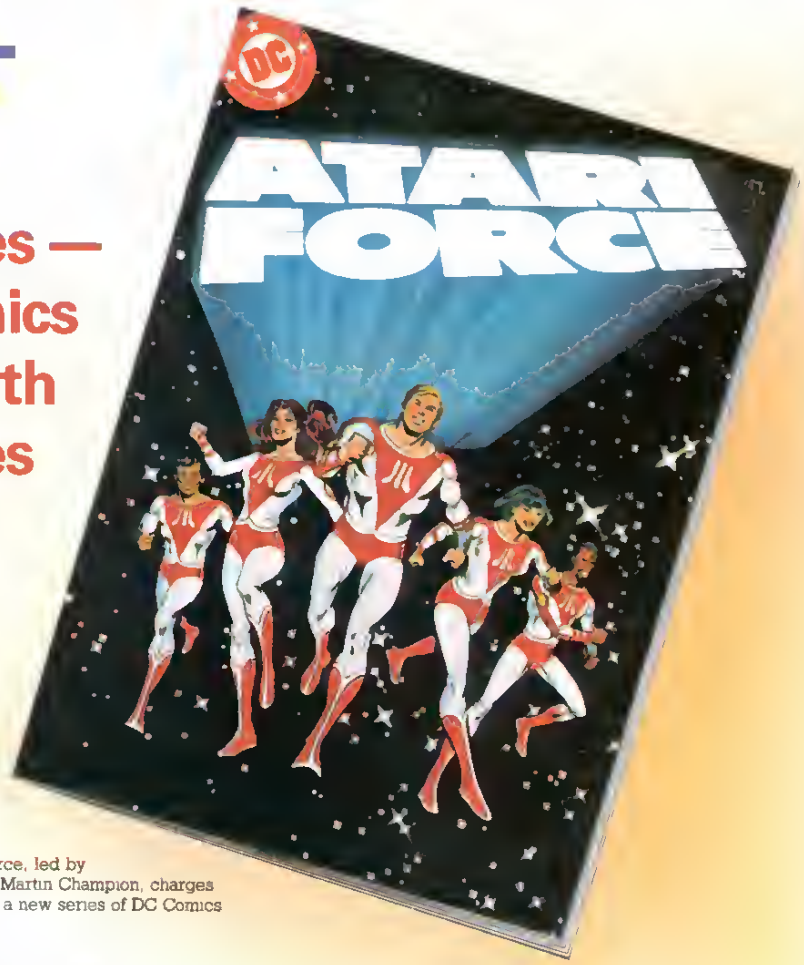
You can tell your Mom to relax. When home video games first came out, there was a problem with game patterns becoming imprinted on the screen after heavy use. But the Atari Video Computer System is designed to keep changing colors and patterns to eliminate this problem completely. Tell her there's nothing to worry about —then challenge her to a nice, long game of PAC-MAN.

—Editor

Keep those cards and letters coming, club members!

Send your questions and comments about Atari games to Editor, *Atari Age*, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you an Atari Game Program cartridge of your choice.

"Atari Force" Arrives — Bonus Color DC Comics Included With Game Cartridges



The Atari Force, led by Commander Martin Champion, charges into action in a new series of DC Comics

Now, when you open specially marked Atari game cartridge boxes, you'll find a double helping of excitement—super video games and full-color DC comic books starring Atari superheroes

The first cartridge to include a bonus comic book is *Defender*. This full-color 48-page adventure takes place in the year 2005. In scene after action-packed scene, we travel from the Atari Technology and Research Institute to Solar Satellite Station One, to the moon, on to a war-torn jungle, and back to the Atari Institute, where a mysterious figure has penetrated the supposedly unbeatable security system.

What's she up to? And how will the diverse characters we meet become the tightly knit Atari Force? The answers are found in the second comic book, packaged with Atari's August release, *Berzerk*.

A third comic will appear later in 1982, to accompany the exciting new *Star Raiders* cartridge—and plans call for the Atari Force to continue battling against evil in 1983.

Sneak Peeks

Things are really jumping at Atari headquarters, with new projects happening everywhere you look. Here's a sampling of what we've learned about coming attractions

Home Video Games

More New Video Games Added to '82 Schedule. When the year began, Atari announced an ambitious schedule—12 new VCS game cartridges by the end of the year. Now that plan has been revised to include 5 *more* cartridges—an astonishing total of 17 planned releases for 1982. Among the new additions are two games with innovative control capabilities—one using two joysticks at once to control the action, another using a joystick and a special additional controller packaged with the Game Program cartridge.

Big News for Electronic Athletes. Atari game programmers have gone into training to produce a great new lineup of sports cartridges, "RealSports," with more detailed graphics and lifelike sounds than ever before. Some are new versions of old favorites from the Game Program library—some are games never before seen on the electronic screen. Whether you're a kicker, a spiker, a bunter, or a punter, there's good news coming from Atari in the months ahead

Coin Video Games

You'll Dig DIG DUG. The folks who brought the world Pac-Man have created a brand new personality-packed coin video game which Atari has just started manufacturing and distributing.

It's called *Dig Dug*, which is also the name of the hero, a dauntless little miner who digs tunnels through the underground video display, creating a maze as he tunnels

(Continued on P. 8)

You Deserve An Atari Break Today

... at McDonald's®

The world's largest home video game manufacturer is teaming up with the world's largest restaurant chain to let folks "Taste the Thrill of Atari at McDonald's" with a spectacular nationwide contest. From August 15 to October 15, McDonald's will be giving away over 12,000 Atari prizes—video game consoles and home computers worth over $4 million—plus additional prizes of McDonald's food and drinks.

Participating McDonald's restaurants will distribute free game pieces with the purchase of large sandwiches or specialty items from their menu. Each game piece will be based on an Atari video game—*Asteroids*, *Centipede*, *Missile Command*, or *Star Raiders*—and have a series of rub-off spots. If you can match food or Atari game prizes without uncovering a "Zap" spot, you win. Details will be available at participating McDonald's.

Prizes will include approximately 10,000 Atari Video Computer System consoles, 1,500 Atari 400 and 800 Home Computers, and 200 full-size Cabaret model *Centipede* coin video games. For the grand prize, 50 deluxe home video packages will be given away, each of which includes an Atari 5200 Advanced Video Entertainment System and cartridges, an Atari 800 Home Computer with a complete package of accessories, the tabletop *Centipede* coin video game, *and* a big-screen television.

Thanks to McDonald's and Atari, the old-fashioned TV Dinner is being replaced by an exciting Video Dinner that could make you a winner!

Sneak Peeks (continued)

Dig Dug has two kinds of memorable enemies chasing him—Fygar, a fierce firebreathing dragon, along with Pooka, who looks like a giant tomato wearing sunglasses. If either one catches our hero, he's done for.

Dig Dug also has a few tricks up his sleeve, though. He can tunnel beneath an underground boulder and bring it crashing down on his foe to earn big points. He also has a pump which he can use to pump up the bad guys until they explode.

Playing *Dig Dug* is a fast-moving, hilarious experience—and to add to the excitement, players can begin a new game at the same level they reached at the end of the previous game, challenging them to reach new heights of daring deep digging.

New At The Clubhouse Store:

Special Offers on Warlords and Game Center Organizer

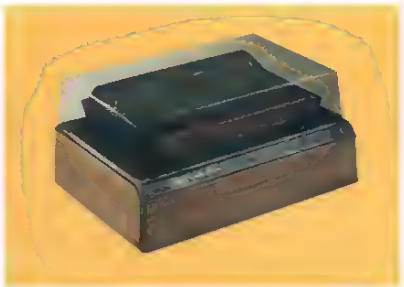
The Club has so many exciting new items specially created for loyal Atari fans, we've expanded the Clubhouse Store into a three-page special section beginning on page 14 of *Atari Age*.

Many of the items have been created exclusively for The Atari Club—a TIMEX® watch with a handsome Atari design, unique Atari jewelry, and an unusual inflatable kite, for example, are available *only* to Club members.

The Clubhouse Store also has special money-saving offers on cartridges, controllers and accessories. To help members get in on the frantic four-player action of *Warlords* and five other Atari games, the Store is offering an extra set of paddle controllers—regularly sold for $21.95—for only $10 with the purchase of *Warlords* through the Club.

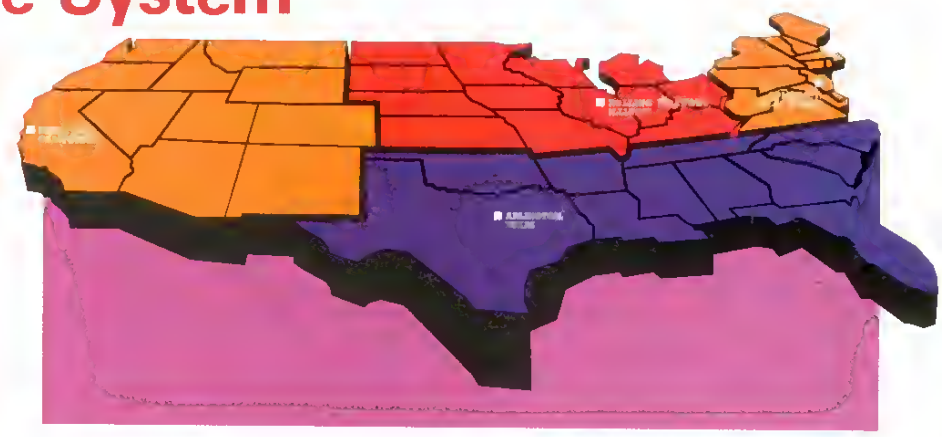
Another special offer features the brand new Home Game Center organizer. This convenient unit holds the console, controllers, 27 cartridges, and instruction books—the complete Atari VCS set neatly stored in a single good-looking unit. As a special introductory offer, anyone who purchases a Home Game Center through the Clubhouse Store will receive an official Atari Club mug (shown on page 17) free of charge.

The fastest way to order is by phone—1-800-345-8600 is the toll-free number to call with credit card orders (PA residents can call 1-800-662-5180). There is also a handy mail order form in this issue of *Atari Age* on page 15.



The new Atari Game Center organizer holds cartridges, controllers, and console in one neat unit.

New Service System Speeds Atari Video Game Repairs



Need Atari service? Just call the toll-free number of your Regional Service Center to get the address of your local ATARI SERVICE Factory Authorized representative.

Most people use their Atari VCS for years without difficulties. However, for those occasions when problems do occur, Atari has set up a new two-part nationwide service system to make repairs as quick and reliable as possible.

The ATARI SERVICE Centers Factory Authorized Network will allow customers to bring their machines in for repair right in their own neighborhoods. There are now over 700 Atari-trained local service centers across the country, and this number is expected to reach 1,000 by the end of 1982. The ATARI SERVICE Centers offer fast service—according to Jon Ebbs, head of Consumer Products Service at Atari, "Turnaround time for local repairs is usually 24 to 48 hours."

Atari also has four Regional Service Centers, each covering a specific group of states. By calling the toll-free number of their regional center, Atari owners can explain any service problems and get directions to their nearest ATARI SERVICE Center for walk-in repair, or receive the proper address to send in their unit.

Western Region

Residents of AZ, CO, ID, MT, NV, NM, OR, UT, WA, and WY can call 1-800-538-1604 (CA residents call 1-800-672-1451), toll-free.

North Central Region

Residents of IN, IA, KA, KY, MI, MN, MO, NB, ND, OH, SD, and WI can call 1-800-323-4139 (IL residents call 1-800-942-7370), toll-free.

Southeastern/Central Region

Residents of AL, AK, FL, GA, LA, MS, NC, OK, SC, and TN can call 1-800-433-5140 (TX residents call 1-800-772-5462), toll free.

Northeastern Region

Residents of CT, DE, ME, MD, MA, NH, NY, PA, RI, VA, and WV can call 1-800-526-3906 toll free (NJ residents call 1-800-942-7794).

EPROM Report

Each of the three new game cartridge releases this summer illustrates a different major trend in home video gaming.

The first, MATH GRAN PRIX, is an educational cartridge which makes it fun for kids to learn arithmetic. People who don't play video games are sometimes amazed to find 5-year-olds playing with the Atari system. Most video gaming fans, though, know at least one little whiz kid who learned to play *Asteroids* before learning to tie his shoelaces. And for all those junior joystickers, *Math Gran Prix* is an exciting new kind of "educational television"—it's TV *they* control and participate in.

DEMONS TO DIAMONDS is one of the new generation of cartridges which take popular concepts from early video games and update them with more complex graphics, sound, and gameplay. In *Demons*, players shoot at rows of targets moving from side to side. However, the new game features several new wrinkles—finely detailed animation as the smiling demons dance across the screen, movement in both directions at once, and the challenge of picking out only your own targets and avoiding your opponent's in the fast-moving shooting gallery display. It's a real sharpshooting test, and a great game for head-to-head competition.

The August release from Atari is the third major arcade game to appear in home cartridge version this year—BERZERK. The game puts the player in a maze full of hostile robots, led by what *looks* like one of those round, smiling happy faces—but in reality, that's the sinister Evil Otto, the most ferocious exterminator in the maze.

Adapting coin video games to home cartridge versions is not the easiest job in the whole world. An arcade machine may offer 6 to 12 times the computer memory capacity of a home game cartridge. By reaching deep in their bag of technical tricks, though, Atari programmers have been turning out home video game adaptations which are remarkably close to the popular arcade versions—and *Berzerk* is another great adaptation. Changing mazes as your little man runs from room to room—the robots' visors rotating as they track you down—laser bullets firing and reaching their target—they're all just the way you'd find them at the arcade. But now, thanks to Atari ingenuity, we can have *Berzerk*'s one-of-a-kind action at home.

Have you played WARLORDS today?

Defend king and castle in this electronic battle royal.

Four princely warlords appear, each with a castle protecting his corner of the territory, and fireballs and lightning balls to hurl at his opponents

The battle begins! Contestants struggle to break through the enemy fortresses, while shielding their own walls from attack. Each hit weakens the defensive armaments

An opening! A carefully aimed shot ricochets off the far wall, penetrates the castle defenses and, with a blinding flash, the first Warlord vanishes. Only three left—on with the battle!

This is WARLORDS, an incredibly fast-moving game of skill, strategy, and quick reflexes. It lets up to 4 players enjoy breakneck *Breakout*-style action at once—all you need are 3 friends and an extra set of paddle controllers

The *Warlords* playfield includes four castles with walls which are destroyed, like the walls in *Breakout*. Players move their shields around the walls of the castle with their paddle controllers, protecting themselves from oncoming shots and directing the ball toward their opponents. When the defensive wall has been chipped away and openings appear, a well-placed shot will hit the Warlord himself and eliminate him from the battle. It takes 5 victorious battles to win the war.

There are 23 *Warlords* game variations in all, including selections for—

BALL SPEED: Choose fireball (slower) or lightning ball (faster).

NUMBERS OF PLAYERS: One to four people can defend individual castles, and there's a doubles variation which lets two players defend two castles each. Any castle not represented by a human player is defended by a VCS-controlled shield

SHIELD PLAY: The ball will bounce off shields in Ricochet variations. In Catch variations, players can catch the ball, aim it, then release it

Warlords brings a roomful of people into riotous Atari action at once. It's guaranteed to bring any party to life, with up to four players locked in furious head-to-head competition.

SKILLBUILDERS

Here are some tips for improving your *Warlords* playing performance, straight from Carla Meninsky, the Atari programmer who created the game

- The ball will travel either straight side to side, up or down, or at a 45° diagonal angle—there are no other possible paths. Knowing this, you can plan shots to rebound predictably, pool-table-style, off the side walls

- Players facing each other top and bottom are more dangerous to each other than those placed side to side or crossways on the field. Therefore, position the best players facing each other top to bottom, to keep things even.

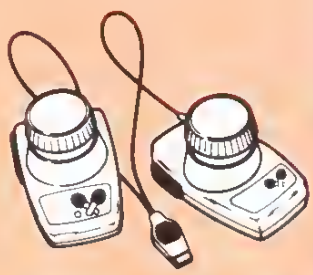
- It is much easier to destroy a VCS-controlled opponent than a human one. This might lead you to concentrate your attack on your human opponents first, eliminating them from the game while your own defenses are strongest. However, remember the strategic importance of the computer's shield even *after* the Warlord it protected is destroyed. These shields continue to move along invisibly following the same patterns they used while they were visible. Hitting one of these invisible shields will deflect the ball—plan your shot well, and it could be a terrific surprise to your remaining opponents! By eliminating a computer foe first, you create a powerful weapon for attacking human opponents.

Special Offer . . . SAVE $12

Get a second set of paddle controllers and get in on all the thrilling 4-player action of WARLORDS, BREAKOUT, CASINO, STREET RACER, and VIDEO OLYMPICS.

Now club members can save over *54%* on paddle controllers!

Order WARLORDS today from The Atari Club and receive an extra set of paddle controllers—regularly sold for $21.95—for just $10.00!



BRAND NEW FROM ATARI—

BERZERK

ATARI®
VIDEO COMPUTER SYSTEM™
BERZERK®

ORDER NOW
AUGUST
RELEASE

All the thrilling arcade action
of BERZERK, now coming in a home video game cartridge.

"INTRUDER ALERT!"

You are the intruder on Mazeon, a planet where pulse-pounding danger waits around every corner. You are trapped in a deadly maze, stalked by faceless robot guards programmed to eliminate you with their laser guns. They're powerful enemies!

You have a laser gun too—and a pair of legs to get you through that maze in a hurry. And you'd *better* move fast—here comes Evil Otto, the orange happy-faced ruler of Mazeon. Don't let that smile fool you for a minute! Otto is the deadliest threat of all—and your laser blaster is powerless to stop him!

Created by Stern Electronics, BERZERK is one of the most popular coin video games ever. And now Atari game players can bring all the fast-moving fun of this arcade favorite onto the home screen with this extraordinary new Game Program cartridge.

One player Twelve games
$31.95

ORDER TODAY—CALL TOLL FREE 1-800-345-8600
(PA Residents Call 1-800-662-5180)

SPECIAL BONUS!
"ATARI FORCE" DC Comic Book included with BERZERK Cartridge.

We Have All The Terrific ATARI Cartridges!

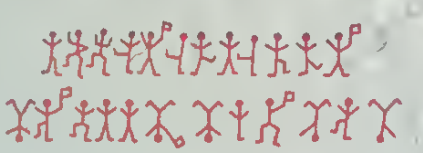
The Atari Club is the best place to find *every* Game Program cartridge Atari makes—both brand new and existing titles. You'll find the complete Cartridge Checklist on page 19. List your choices on the Order Form, or call TOLL FREE 1-800-345-8600 (PA residents call 1-800-662-5180).

Codebreaker!

Secret codes hold the key to espionage, international intrigue—and sometimes even buried treasure! The solution to this puzzling 165-year-old secret message could be worth $20 million to the successful codebreaker!

Sherlock Holmes spread the papers across the table and threw himself into hours of intense calculation. He puzzled over the mysterious dancing stick figures, "covering sheet after sheet of paper with figures and letters . . . Finally he sprang from his chair with a cry of satisfaction, and walked up and down the room rubbing his hands together."

What secret had Holmes discovered in these seemingly innocent drawings?



He had deduced that the little men were actually figures in a code—each different stance representing another letter, and the little flags held by some indicating the end of a word. By cracking this ingenious code, the world's greatest detective unraveled the elusive secret of "The Adventure of the Dancing Men" and brought a sinister murderer to justice.

The world of codes is a fascinating area of mystery and intrigue. For thousands of years, men have tried to hide their darkest secrets by inventing devious codes to disguise their communications. But as Holmes so wisely remarks, "What one man can invent another can discover." It is the mission of the codebreaker, or *cryptanalyst,* to decipher secret messages, bringing carefully hidden plans and actions to light—often with dramatic results.

The Zimmerman Telegram

Codebreaking has changed the course of history many times. In fact, a skilled team of British codebreakers played a decisive role in U.S. history, when a secret message they decoded drove the reluctant Americans into World War I.

It was early in 1917—Europe had been at war for three years, but the American people did not want to get involved in the fighting.

Then British Intelligence discovered a cable sent by Alfred Zimmerman, Germany's foreign minister, to the German Ambassador in the U.S. The cable was written in a top-secret German diplomatic code—but it was a code the British had partially cracked during six months of painstaking labor. Now they worked around the clock, and finally succeeded in deciphering the entire cable. The message they had uncovered was a bombshell!

In the cable, Zimmerman instructed his ambassador to offer the Mexican government a deal. If the U.S. entered the war, Germany wanted to arrange a military alliance with Mexico. Mexico would fight against the U.S. In return, the Germans would give Texas, New Mexico, and Arizona to Mexico when the war ended!

The British passed this explosive document on to the U.S. government and waited for the reaction. They didn't have long to wait!

On March 1, 1917, the "secret" German message was published in newspapers across the country—and the public was furious! By April 2, President Wilson asked the Congress for a formal declaration of war against the Imperial German Government. "The Yanks were coming!"—thanks to British codebreaking ingenuity.

A Meeting in Casablanca

Coded messages which fall into the wrong hands—like the Zimmerman Telegram—can defeat the plans of foreign agents. Sometimes, though, a message which gets into the *right* hands can still go wrong.

Take the story of a Nazi spy in Spain during World War II. He had discovered that Roosevelt and Churchill were planning a secret meeting in Casablanca. This was vital information—the Allied leaders would be vulnerable to German attack at this North African meeting place!

The spy sent an urgent coded message to Nazi headquarters in Berlin

However, when the Nazis deciphered the message, they made a crucial error in translating it from Spanish to German. Instead of reading "Casablanca" as the name of a North African city, they took it to be two Spanish words—"casa" meaning "house" and "blanca" meaning "white." They assumed the meeting was going to occur at the White House—but they certainly couldn't attack the Allied leaders in Washington, DC. What was all the excitement about?

Roosevelt and Churchill were saved through a happy accident

The Coded Key To a $20 Million Treasure

One of the most intriguing of history's unbroken codes is now nearly 165 years old and still unsolved, despite feverish efforts by generations of expert codebreakers. The reason for their interest is easy to understand—the code holds the key to a buried treasure worth $20 million! And when you learn the story of this unfound fortune, you may want to join these treasure-hunting cryptanalysts yourself!

The mystery begins in 1817, and the man at the heart of it is Thomas Jefferson Beale, who left his Virginia home with a party of men to hunt wild animals in the West.

What they found on their expedition was gold—an enormous deposit about 250 miles north of Santa Fe. The party spent 18 months digging, then returned to Virginia to conceal their newfound wealth. Beale left a locked iron box with a trusted friend, an innkeeper named Robert Morris, and left once more for the West. Morris received a single letter from Beale two months later, posted from St. Louis, telling the innkeeper that the box contained papers which would be "unintelligible without the aid of a key." The key, Beale continued, had been left with a friend in St. Louis, and was to be delivered to Morris in time.

Beale then disappeared—he was never seen or heard from again, and the promised "key" never arrived. Morris waited faithfully for 20 years before opening the sealed box. In it he found three sets of numbers, which turned out to be coded messages. Without the "key" to the code which Beale had promised, though, Morris could not make sense out of the garbled figures.

Morris held on to the three coded messages for nearly two decades before turning them over to James Ward, a wealthy gentleman who devoted months to singleminded efforts at deciphering Beale's message. Finally, he broke the code for Cipher Number Two—and what a story it told!

"I have deposited in the County of Bedford about four miles from Buford's," Beale had written, "the following articles belonging jointly to the parties whose names are given in number three herewith. The first deposit consisted of ten hundred and fourteen pounds of gold and thirty eight hundred and twelve pounds of silver deposited Nov. eighteen nineteen. The second was made Dec. eighteen twenty one and consisted of nineteen hundred and seven pounds of gold and eighty eight of silver, also jewels obtained in St. Louis in exchange to save transportation and valued at thirteen hundred dollars . . . Paper number one describes the exact locality of the vault so that no difficulty will be had in finding it."

"No difficulty" indeed—*if* the key to the code was known! Beale's coding method was devilishly simple, yet virtually uncrackable by standard codebreaking means. The code used to encipher Message Number Two, which Ward had successfully decoded, was based on the Declaration of Independence. Beale had numbered each word of the Declaration, then "spelled out" his secret message by writing down, one letter at a time, the number corresponding to one of the words in the Declaration which began with the letter he needed.

How do you break a code constructed in this way? It isn't simply a matter of finding out which number corresponds to each letter in the solution—several different words in the key document will begin with the same letter, and Beale could choose the number of any one of these to substitute for each letter in the coded message. There is virtually no way to break the code without learning the identity of the "key" document. Once that key is found, the message unfolds easily—and reveals the location of a treasure worth $20 million based on modern prices!

So far, no one has cracked the perplexing Message Number One—but not for lack of trying. Cryptanalytical experts, computer scientists, even top codebreakers from the CIA and the National Security Agency have taken a crack at it, along with dozens of amateur sleuths—but still Beale's secret remains. As you can see from the decoding of Message Number Two, the code itself is probably not all that difficult—once you find Beale's mysterious key!

Think you can figure it out? We've reprinted the complete text of Beale's first cipher at the top of page 12. A little skill, a little luck, and you could become the wealthiest codebreaker of all time! □

the Clubhouse Store

Welcome to your store . . .

If you're an Atari fan, you've come to the right place! The Clubhouse Store has *all* the terrific Atari game cartridges and accessories (see the checklist on page 19) . . and *lots more!* We've got things to wear—to play with—to hang in your room or bring to the beach. And it's all easy to order—just send in the order form on page 15 of *Atari Age*, or call us TOLL FREE at 1-800-345-8600 with your credit card order (PA residents call 1-800-662-5180).

I LOVE ATARI!
Tell the world that your heart belongs to Atari with this beautiful jewelry. Shining 24K gold electroplate with a bright red enamel heartthrob in the middle. Just wait till your friends see it!

Necklace: Shown here actual size, complete with an 18-inch 24K gold electroplate chain
Item Code A18 $14.50

Pin: Shown here actual size
Item Code A19 $14.50

Available only from The Atari Club!

It's Atari Time!
Brand new and available *only* through the Clubhouse Store: a sharp-looking TIMEX digital watch with the Atari name and logo proudly displayed. This rugged sport-styled watch gives you the time, day and date with *no buttons to push*—just an ultramodern command bar on the front for easy setting.

Item Code A17 $24.95

Available only from The Atari Club!

Pierced Earrings: The Atari logo in 24K gold electroplate with surgical steel post and stainless steel clutch. Shown here actual size.

Item Code A20 $10.00

Available only from The Atari Club!

Super Sports Wallet!
A lightweight, trim wallet specially designed for sports-minded Atari players. It's machine washable with a velcro® strip to keep it securely closed, and a special hidden pocket for coins. A very practical way to stash your cash!

Item Code A36 (Tan) $9.50
Item Code A37 (Burgundy) $9.50

Available only from The Atari Club!

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Address _____

City _____

State _____ Zip _____

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the ATARI® club™
1700 Walnut Street
Philadelphia, Pennsylvania 19103

PLEASE USE THIS ENVELOPE FOR ORDERS ONLY

Have you included your check, money order or charge card number?

Enter Today!

Complete your contest entry form and mail it in a separate envelope to:

The Atari Club
CODECRACKING CONTEST
P.O. Box 3998
Lancaster, PA 17608

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PRIORITY ORDER FORM

PLEASE ATTACH YOUR PEEL-OFF LABEL HERE

If corrections are needed, please use this space to print your name and address as they should appear.

Club Account No. _____
(See mailing label above name)

Name _____

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ORDER BY PHONE: with credit card — call

TOLL-FREE 1-800-345-8600
(PA residents call 1-800-662-8180)

Call 24 hours a day, 7 days a week. Please have your credit card available when calling. We cannot accept C.O.D. orders.

ORDER BY MAIL:

- Please fill in this order form in full. Place peel-off label from back of magazine in space provided at right, or neatly print information requested.
- Mail order form in attached envelope, or send to: THE ATARI CLUB™ 1709 Walnut Street, Philadelphia, PA 19103.
- If you order more than one item, your selections may be shipped separately and therefore may arrive on different dates. Game Program™ cartridges not yet released will be shipped as soon as they are available.
- If any part of your order is damaged in shipment, it will be replaced without charge.

Special Bonus: First 5,000 orders receive an Atari Pac-Man button!

	ITEM CODE	DESCRIPTION OF ITEM (including color and size)	QUANTITY	PRICE PER ITEM	TOTAL PRICE
CHECK OFF FEATURED GAMES YOU WANT	C46	☐ DEMONS TO DIAMONDS™ (July release)		$26.95	
	C47	☐ MATH GRAN PRIX™ (July release)		$22.95	
	C49	☐ BERZERK* (August release)		$31.85	
SPECIAL OFFER	C41	☐ WARLORDS™		$31.95	
	A28	☐ PADDLE CONTROLLERS (reg. $21.95) — with Warlords purchase		$10.00	
WRITE IN OTHER SELECTIONS		Other Cartridges (see checklist, page 16)			
		Other Items & Accessories			
	A09	☐ GAME CENTER ORGANIZER with free Atari Club Mug		$39.95	
				Total Amount of Order	
				Shipping and Handling Charge	
				PA residents add 6% state sales tax	
				TOTAL AMOUNT DUE	

* Please add $1.50 shipping and handling charge if your order includes any items or accessories other than Game Program cartridges. (Note: There will be no additional shipping charge for paddle controllers purchased as part of the special Warlords offer.)

I CHOOSE TO PAY AS FOLLOWS:

☐ Check or money order made payable to "The Atari Club" enclosed for total amount due.

☐ Charge my credit card as follows:
( ) MasterCard ( ) VISA

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(Expiration date)

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(Credit account number)

Cardholder Signature _____

Telephone Number ( ) _____
(It will help to contact you about your order)

PLEASE NOTE: When ordering T-shirts and jackets be sure to specify item code, style, color, and size.

*BERZERK is a trademark of Stern Electronics, Inc.

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Do Not Mail in Attached Envelope!

Contest Entry Form

Open Only To Atari Club Members!

(see contest on reverse side of this page)

Mail your contest entry in a separate envelope to:

The Atari Club
CODECRACKING CONTEST
P.O. Box 3998
Lancaster, PA 17603

CONTEST SOLUTION: _____

Name _____

Address _____

City _____

State _____ Zip _____

Club Account No. _____
(See mailing label above name)

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YOU CAN WIN THE ATARI CLUB CONTEST!

PLEASE DETACH ENVELOPE AT PERFORATION

PRIZES

- One **FIRST PRIZE WINNER** will receive an **Atari® 400™ Home Computer!**
- 25 **SECOND PRIZE WINNERS** will receive an official **Atari Racing Jacket!**
- 100 **THIRD PRIZE WINNERS** will receive an **Atari Frisbee!**

(Contest details on page 16.)

ATARI CONTEST PAGE

OPEN ONLY TO ATARI CLUB MEMBERS

WIN VALUABLE PRIZES

CAN YOU SOLVE THE CODE-CRACKING CONTEST?

"ECAA, NTTLMCO. L RHZC ZN BLUZPOQ RLX.
RC'U OLIRZ LX ZRC XLBBAC NT HK HZHOL FLBCN IHXC."

Some of you may have found T. J. Beale's mysterious $20 million code a little tough to figure out (see the "Codebreaker" article on page 12) Don't feel too badly—if we could have cracked it, do you think we'd still be sitting here writing a magazine?

Still, we know there are some talented codebreakers out there, so we've dreamed up our own Codecracking Contest to test your wits. A $20 million first prize was a little outside our budget—sorry to disappoint you—but we do have an Atari 400™ Home Computer and a bunch of Atari jackets and Frisbee® discs to give away as prizes.

All you have to do is decipher the coded caption to the cartoon on this page. Hint: Letter substitutions remain consistent throughout the coded message.

Winners will be selected in a random drawing held on September 24 1982 from all correct entries received by September 10.

HOW TO ENTER

Neatly print or type your decoded cartoon caption in the space provided on the official Atari Club Contest Entry Form (see reverse side of this page) or a reasonable facsimile.

Mail your entry in a separate envelope to THE ATARI CLUB, Codecracking Contest, P.O. Box 3999, Lancaster, PA 17603. No purchase required to enter.

Contest void in Florida, North Dakota, Ohio, and West Virginia. Employees of Atari, Inc. and other Warner Communications Companies and their families are not eligible to win.

Actual odds of winning will be determined by the number of correct, valid entries submitted. Based upon the number of actual entries submitted in the last issue, the chance of winning a prize will be 1 in 928.

[illegible] prize value: first prize [illegible], second prize, $30, third prize, $4.

No Sweat! Bjorn Borg est your heart out! These offi cial Atari headbands and wristbands are for Atari Club members only! Perfect for tennis jogging bicy cling basketball—you name it you'll look like a winner with this attention getting gear Set includes one headband and a pair of wristbands all with Atari name and logo

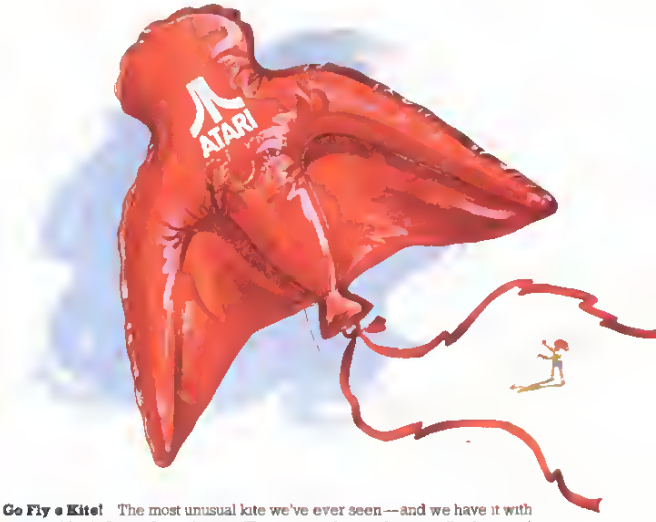
Item Code A24 $3 95

Available only from The Atari Club!

Tops in Atari Attire. Forget those alligator shirts—here's a classic 3 button knit polo shirt with the Atari name and logo proudly displayed With French knit collar hemmed cuffs and waist in comfortable easy care cotton/polyester blend Youth sizes S M L Adult sizes S M L XL Available in light blue only

Item Code A42 $15 00

Available only from The Atari Club!



Go Fly a Kite! The most unusual kite we've ever seen—and we have it with a special high flying Atari design This patented, aerodynamically designed kite does *not* require helium to inflate—it's the shape and structure that give it superior lift and stability Comes complete with 300 feet of string—ready to fly!

Item Code A21 $6 75

Available only from The Atari Club!

T-Shirts for Hot Shots. Attention all *Asteroids* and *Missile Command* fans—here are the shirts you need to look as sharp as you shoot Dynamic designs in full eye-popping color on quality 50% cotton 50% polyester T shirts Children's sizes S (6 8) M (10-12), L (14 16) Adult sizes S M L XL Choose blue, yellow, or red in all sizes

Please specify item code, style, color, and size when ordering!

Asteroids	Youth Item Code A13	$6 95
	Adult Item Code A14	$6 95
Missile Command	Youth Item Code A15	$6 95
	Adult Item Code A16	$6 95

Tray Chic! Like to play your Atari game sitting on the floor, or in bed? Here's the perfect play tray for you! The Atari VCS console fits perfectly on this sturdy tray with folding legs and an irresistible design—the authentic Pac-Man coin video maze reproduced in full color

Item Code A27 $8 95

Sticker It! On your car bumper, bike fender your notebook your little sister—wherever you want to make your mark with bright sayings and brighter colors A set of six slick stickers in all—and they all have special removable backing so you can change stickers with ease

Item Code A25 (Set of six) $3 95

Available only from The Atari Club!

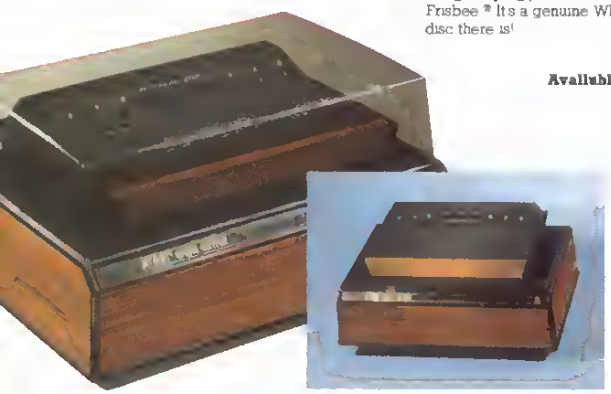
Magnificent! Perfect for soup or soda sippers the official Atari Club thermal mug holds 10 ounces of your favorite beverage—and keeps it at the right temperature for quick gulps between games

Item Code A38 (Single Mug) $3 95
Item Code A39 (Set of 4 mugs) $11 95

Available only from The Atari Club!

Keys to Success. Carry your keys with class—choose your favorite video game emblem in a scratchproof crystalite dome on a suede/velour backing

Atari	Item Code A33	$2 50
Pac-Man	Item Code A34	$2 50
Berzerk	Item Code A35	$2 50



Long-Playing Disc. You'll have hours of summer fun with this official Atari Frisbee ® It's a genuine Wham-O Frisbee—the farthest-flying finest flying disc there is!

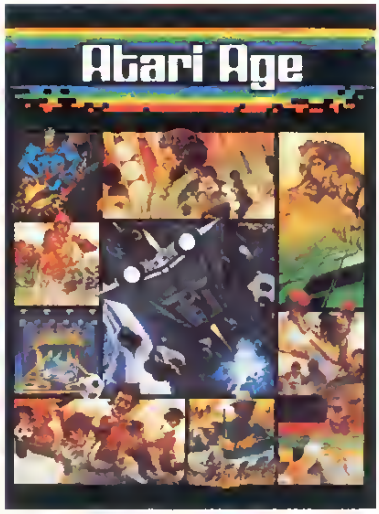
Item Code A23 $3 50

Available only from The Atari Club!

Get Organized! Brand new from Atari—a total Game Center that holds the game console controllers and cartridges in one neat unit Pick up the dust cover—your game is ready to play! 27 cartridges with manuals fit in the bottom Lets players find everything quickly

Item Code A09 $39 95

SPECIAL OFFER: *Order your Atari Game Center from the Clubhouse Store, and get your official Atari Club mug absolutely FREE!*



Post Our Poster! Bring the new *Atari Age* home with this brilliantly colored 22 by 29 inch poster Features artwork from 10 Game Program cartridges and the official *Atari Age* logo

Item Code A12 $3 95

Available only from The Atari Club!

Heads-up Hats for everyone on the Atari team Comfortable sports cap style with cool nylon mesh back and sides, the famous Atari "fuji" on the front Big knit sun blocking brim makes this cap as practical as it is attractive One size fits all

Item Code A26 $5 95

This Jacket Is Not For Sale to the Public! Atari created this sharp racing-style jacket as a special offer for folks who buy new VCS units during May June and July No one else can buy one—*except* for members of The Atari Club! We've arranged to make these jackets available to Club members only through the Clubhouse Store—and what terrific jackets they are! Fully lined in two styles—silver or navy blue—with contrasting Atari patches stitched on the front
Youth sizes S M, L, XL Adult sizes S M L XL

Item Code A41 (Silver) $29 95
Item Code A40 (Navy Blue) $29 95

Time to Pack? It will all fit in this official Atari backpack. A terrific way to carry your books to school—or your game cartridges to a friend's house The perfect comfortable carry all to take on light hiking trips or beach outings

Item Code A32 (Blue) $17 75
Item Code A31 (Red) $17 75

Hit the Beach! Show them all you're an Atari Ace! A big, beautiful 30 by 60 inch sheared velour beach towel

Item Code A22 $17 50

Available only from The Atari Club!

Duffel Your Pleasure, Duffel Your Fun! With this big bright Atari duffel bag you'll have room to carry all your athletic gear—whether you're into sneaker-style sports or out for an electronic workout This really eyecatching carry all comes in practical, water resistant canvas

Item Code A30 (Blue) $14 75
Item Code A29 (Red) $14 75

Inside Your Atari VCS (continued)

reads the information contained in the Game Program cartridge to learn the rules of the game. It compares these rules with the information supplied by the RIOT about switch settings and joystick activity. Based on this combination of data, it determines the position of up to six different elements at once—the computer labels these functions as Player 1, Player 2, Missile 1, Missile 2, Ball, and Playfield.

Of course, each of these elements takes on a different shape and function in each Atari game. In *Combat*, for example, Players 1 and 2 are the individual tanks or planes, Missiles 1 and 2 are their shots, and the maze used in several variations is controlled by the playfield function. In *Pac-Man*, on the other hand, Pac-Man himself is Player 1 and all four ghosts are controlled by the Player 2 function. That's why the ghosts seem to flicker—they actually are not all on the screen at the same time! The computer can only create one at a time, so it alternates, first displaying one, then another, then another, then the fourth, all at that fast 60 images per second rate. At that speed, our eyes see them all at once, but the image appears to flicker. That's okay, though—we all know that ghosts are flickering, elusive things.

The third integrated circuit used in the VCS is called the *TIA* (Television Interface Adaptor). This is Atari's "top secret" component, designed exclusively for use in the VCS to create the unit's dramatic sound and graphics based on the electronic instructions provided by the microprocessor. The electronic circuitry in the TIA is equivalent to 10,000 individual transistors, yet it is small enough to fit comfortably on the face of a dime.

One last interesting tidbit about the TIA's function is the fact that it can actually create not one sound at a time, but two. Many of the extraordinary game sounds we enjoy are actually combinations of two different sounds produced simultaneously. A "bang" and a distorted "fuzz" sound, when played together, reach our ears as a convincingly thunderous exploding missile, while the sound of cheering after a goal in *Pele's Soccer* imitates a roaring crowd by neatly combining a rising and falling tone with a steady "hiss" to produce a dramatic sound effect.

SCREEN SCRAMBLE SOLUTION

Here are the answers to the puzzle which appeared in the last issue of *Atari Age*.

Secret Message:

"Club members will find sneak peeks at Berzerk and Demons in the next Atari Age magazine."

Cartridge Checklist

How many of these Atari Game Program cartridges and accessories do you have in your collection?

SPORTS ARENA

☐ Basketball C06	$22.95
☐ Bowling C07	22.95
☐ Football C17	12.95
☐ Golf C18	22.95
☐ Home Run™ C20	12.95
☐ Pelé's Soccer™ C28	31.95
☐ Video Olympics™ C39	22.95

ADVENTURE TERRITORY

☐ Adventure C01	31.95
☐ Haunted House C43	26.95
☐ Superman* C38	31.95

RACE TRACK

☐ Dodge 'Em™ C16	22.95
☐ Indy 500 C22	39.95
☐ Night Driver® C25	26.95
☐ Slot Racers™ C30	22.95
☐ Street Racer™ C34	12.95

SPACE STATION

☐ Asteroids™ C03	37.95
☐ Berzerk† C49	31.95
☐ Defender** C46	37.95
☐ Missile Command™ C24	31.95
☐ Space Invaders*** C31	31.95
☐ Space War C32	12.95
☐ Yars' Revenge™ C45	31.95

COMBAT ZONE

☐ Air-Sea Battle™ C02	22.95
☐ Canyon Bomber® C10	22.95
☐ Combat C14	22.95
☐ Outlaw® C27	22.95
☐ Surround™ C33	12.95
☐ Warlords™ C41	31.95

SKILL GALLERY

☐ Breakout® C09	22.95
☐ Super Breakout™ C42	31.95
☐ Circus ATARI® C12	26.95
☐ Demons To Diamonds™ C48	26.95
☐ Human Cannonball C21	12.95
☐ Maze Craze™ C23	26.95

SKILL GALLERY (continued)

☐ Pac Man†† C44	37.95
☐ Sky Diver® C29	22.95
☐ Video Pinball C40	31.95

CLASSICS CORNER

☐ Backgammon C04	26.95
☐ Casino™ C11	31.95
☐ Othello††† C26	22.95
☐ 3-D Tic-Tac-Toe C36	22.95
☐ Video Checkers™ C37	22.95
☐ Video Chess™ C38	26.95

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☐ Basic Programming C06	26.95
☐ Brain Games C08	22.95
☐ Codebreaker™ C13	22.95
☐ A Game of Concentration C15	22.95
☐ Hangman C19	22.95
☐ Math Gran Prix™ C47	22.95

ACCESSORIES

☐ AC Adapter A01	9.95
☐ Driving Controllers (Pair) A02	21.95
☐ Joystick Controller (Single) A03	10.95
☐ Keyboard Controller (Pair) A04	21.95
☐ Paddle Controller (Pair) A05	21.95
☐ TV Switch Box A06	9.95
☐ Dust Cover A10	7.95
☐ Game Cartridge Case A08	9.95
☐ Modular Cartridge Library A07	14.95
☐ Home Game Center A09	39.95

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***Trademark of Taito America Corp.
†Berzerk is a trademark of Stern Electronics, Inc.
††PAC MAN is a trademark of Bally Midway Mfg. Co. licensed by Namco America, Inc.
†††Othello® is a registered trademark of CBS Inc. for its strategy disc game and equipment.

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See Shore Puzzle

A not-so-quiet day at the beach!
The seaside has been invaded by characters and objects from 23 different Atari games—
how many of them can you identify?

Answers in the next issue of ATARI AGE.